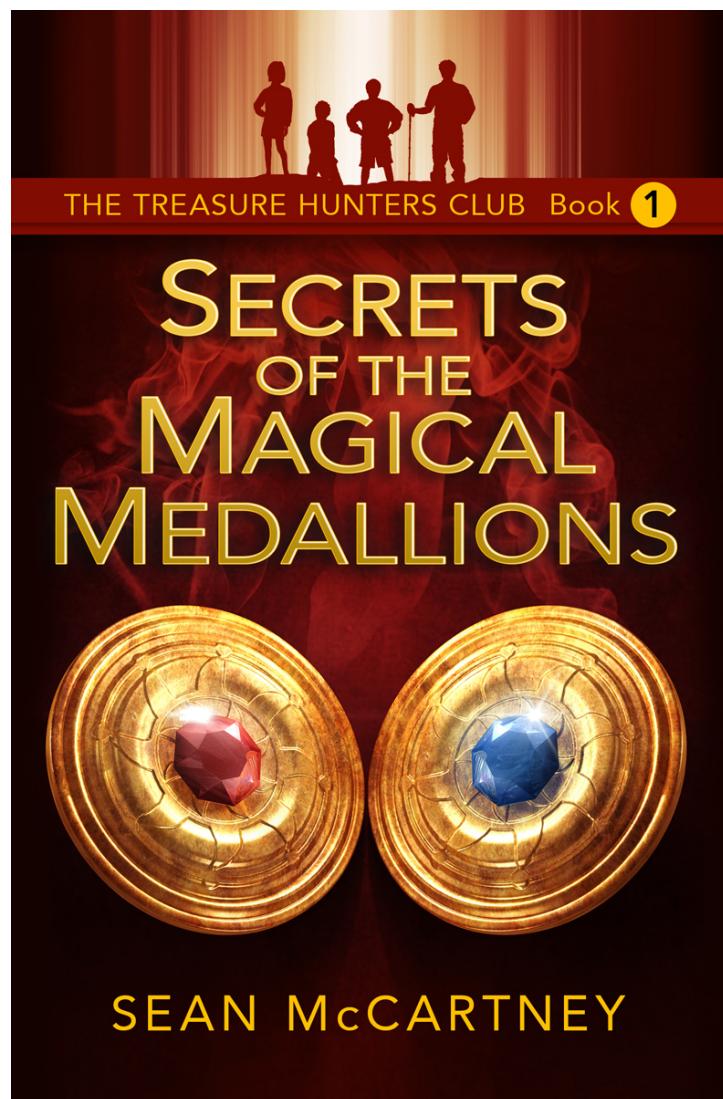


SECRETS OF THE MAGICAL MEDALLIONS

The Treasure Hunters Club, Book One
A TEACHER'S GUIDE

By

Sean McCartney



RATIONALE

The Treasure Hunters Club: Secrets of the magical Medallions is an adventure story about four teens who have to protect a medallion from falling into the wrong hands. The novel provides high energy, high interest with fast paced action. It is a story that blends fact and fiction into a tale that could happen to your students.

The core components are English, Social Studies and Art. The story is appropriate for ages 8-14. The novel offers many characters for students to identify with from the super smart Jackson Miller, to the athletic and big Chris Henderson, the tough but sweet Shannon McDougal and the dreamer Tommy Reed.

COMMON CORE

About the series

Reading Literature:

Key Ideas and Details:

CCSS.ELA-LITERACY.RL.9-10.1 Cite strong and thorough textual evidence to support analysis of what the text says explicitly as well as inferences drawn from the text.

CCSS.ELA-LITERACY.RL.9-10.2 Determine a theme or central idea of a text and analyze in detail its development over the course of the text, including how it emerges and is shaped and refined by specific details; provide an objective summary of the text.

CCSS.ELA-LITERACY.RL.9-10.3 Analyze how complex characters (e.g., those with multiple or conflicting motivations) develop over the course of a text, interact with other characters, and advance the plot or develop the theme.

Craft and Structure:

CCSS.ELA-LITERACY.RL.9-10.4 Determine the meaning of words and phrases as they are used in the text, including figurative and connotative meanings; analyze the cumulative impact of specific word choices on meaning and tone (e.g., how the language evokes a sense of time and place; how it sets a formal or informal tone).

CCSS.ELA-LITERACY.RL.9-10.5 Analyze how an author's choices concerning how to structure a text, order events within it (e.g., parallel plots), and manipulate time (e.g., pacing, flashbacks) create such effects as mystery, tension, or surprise.

Speaking and Listening:

Comprehension and Collaboration:

CCSS.ELA-LITERACY.SL.9-10.1 Initiate and participate effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with diverse partners on grades 9-10 topics, texts, and issues, building on others' ideas and expressing their own clearly and persuasively.

CCSS.ELA-LITERACY.SL.9-10.1.A Come to discussions prepared, having read and researched material under study; explicitly draw on that preparation by referring to evidence from texts and other research on the topic or issue to stimulate a thoughtful, well-reasoned exchange of ideas.

CCSS.ELA-LITERACY.SL.9-10.1.C Propel conversations by posing and responding to questions that relate the current discussion to broader themes or larger ideas; actively incorporate others into the discussion; and clarify, verify, or challenge ideas and conclusions.

Math and Science Connection

Correlates to Common Core Standard Writing:

Research to Build and Present Knowledge W. 6.4. and Writing: Research to Build and Present Knowledge W. 7.4.

Contents

- Teacher Guide Overview
- Pre-reading activities

Activities and Discussion Questions by Chapter:

- Chapter 1
 - Chapter 2
 - Chapter 3
 - Chapter 4
 - Chapter 5
 - Chapter 6
 - Chapter 7
 - Chapter 8
 - Chapter 9
 - Chapter 10
 - Chapter 11
 - Chapter 12
 - Chapter 13
 - Chapter 14
 - Chapter 15
 - Chapter 16
 - Chapter 17
 - Chapter 18
 - Chapter 19
 - Chapter 20
 - Chapter 21
 - Chapter 22
 - Chapter 23
 - Chapter 24
 - Chapter 25
 - Chapter 26
 - Chapter 27
-
- Post reading activities
 - About the Author/ Q & A with Sean McCartney
 - Answer Key



Teacher Guide Overview

Below are the basics for using the novel *Secrets of the Magical Medallions*. These ideas have been used in my and many of other classrooms around the country. Use them to their fullest.

1. **Pick what works.** I have taught in many different classroom environments and know that what works in one place might not work in another. These lessons are provided to make your job a little bit easier but use what works for your class and for yourself.
2. **Adapt Lessons.** With schools downsizing it may be difficult to get the amount of computer time and use of technology in a particular building. Using your own expertise please feel free to adapt any of the lessons that can help your students better understand the novel.
3. **If you don't use Secrets of the Magical Medallions...** If you have decided against using the novel the lessons provided for reading, writing, social studies, and art have been used by myself and fellow colleagues with great success over the years. I believe they work for any novel you choose.
4. **Copy freely.** You have permission to copy this entire guide for your use. Just please mention the website and that you are adapting it from The Treasure Hunters Club teachers guide. The guide is available for free download at www.sean-mccartney.com



Pre-reading Activities

The activities below are designed to get students interested in the novel before you start it. Many of these ideas can and should be used during the unit.

Discussion and Journal questions

Give students 3-5 minutes, using the below ideas as writing prompts to write in their treasure journals.

1. Write out an adventure you want to do or a place you would like to go. Be specific. It doesn't have to be a place it can be a career.
2. What do you consider a treasure? Describe in detail why it's a treasure to you.
3. Does all treasure have to have a monetary value? Explain.
4. Is there someone in your family who is famous for something? Write about what it is. Or have you ever meet someone who was famous? Describe the feelings you had when you met.
5. Do you believe in myth or magic? Pick one and make a persuasive argument why one should believe in either.
6. Describe a mystery you helped solve.
7. What ancient artifact have you heard about that you would like to have? Why?

Other ideas

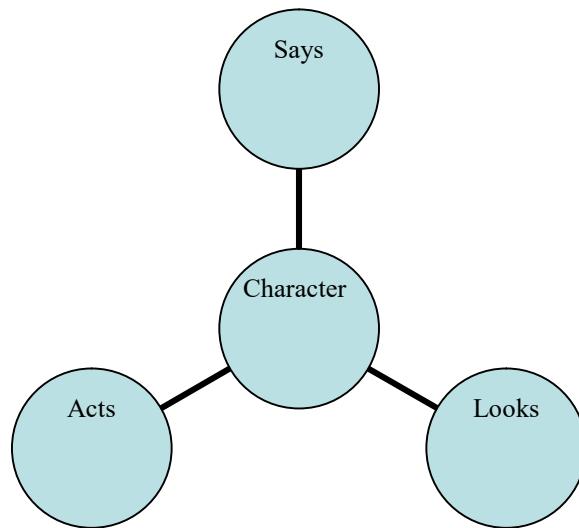
1. Map out an adventure to another state. Use U.S. maps to plan the route. Write a narrative about the trip. Calculate how many miles it will take as well as hours and minutes to get there.

2. Draw and describe a medallion. Write the description based on the questions: Where did it come from? What is special about it? Who owns it?

3. Prediction Chart. Have the students use a prediction chart throughout the novel. Below is an example of what they can create.

Chapter	Summary	Prediction	Why?

4. Character Attribute Web. Allows students to focus in on one character and see what makes the character unique based on their actions, looks, what they say and so on. You can add circles to fit your needs.



5. Create a Character Chart. Similar to the prediction chart only the focus is on the characters. For advance groups you can combine the two charts into one.

Character	Feeling About
Tommy Reed	
"Diamond" Jack Reed	
Shannon McDougal	
Jackson Miller	
Chris Henderson	
Manuel de la Ernesto	
Elizabeth Haden	
Tommy's Dad-Eric Reed	
Gavin and Dillon	
Slider	
Mr. Diggs	



Chapter One

A DIME IS STILL WORTH 10¢

Warm-up Activities

1. Class discussion
2. Introduce the Treasure Journals for students to write in. They will use this for all journal prompts throughout the novel.
3. Journal writing prompt: Describe a dream you once had that seemed very real.
4. Find the Gunnison River on a map and write a descriptive paragraph about the region of Black Canyon, Colorado.

Questions:

1. What happened to all the dimes from the Denver Mint?
2. Who was following the young treasure hunters? Why?
3. What clue allowed Chris Henderson to find the dimes?
4. How much were the dimes really worth?
5. During their getaway, what caused the Treasure Hunters Club more problems than their pursuers?
6. What eventually happened to the dimes?
7. How is Tommy feeling at the end of the chapter? Why?

Extended Activities

1. Do research to find out the full story of the lost dimes from the Denver Mint

2. Have the students find and report on another true story similar to the ten cent treasure.

Literary devices

1. *Hook*- The opening of a book is very important. It draws the reader into the story. How does the opening chapter in this novel draw you in?

Writing Activities

1. Use your prediction chart to determine the next chapter.

Extended Activities

1. Write a one page point-of-view story where you must take on or protect yourself or a friend from evil. Evil does not have to be a person it can be a feeling or a situation.



Chapter TWO

The Treasure Hunters Club

Warm-up Activities

1. Journal writing prompt: Have you or your friends ever created a club? Describe the club and what it was like being a part of it.
2. Journal writing prompt: Make a list of then mythological artifacts that supposedly have existed in the world.

Questions

1. What is the Mythological Artifacts Exhibit?
2. Explain two of the artifacts that Tommy and Chris see.
3. Describe the treasure hunters clubhouse. What is special about it? What makes it unique?
4. After reading about the Treasure Hunters Club explain each members role as you see it.
5. What are most of the club's meetings about?
6. Why does the club decide to plan their own treasure hunt?
7. How would you describe Tommy's dad? Give details to support your description.

Extended Activities

1. Use the list that you made in your journal about mythological artifacts and do research on one of them. Write a descriptive paragraph about the artifact.

2. Create a character collage for The Treasure Hunters Club. Use old magazines to make a collage of all the characters you have met in the novel so far.
3. Using graph paper to design your own floor plan to a clubhouse. Be creative and pretend that money is no object.



Chapter Three

Diamond Jack

Warm-up Activities

1. Journal writing prompt: Based on the title of the chapter what can you presume about Diamond Jack?
2. Show the video from the History Channel *Slave Ship Uncovered*. Does an excellent job of showing the students what underwater excavation is all about.

Questions:

1. Give an example of something modern that lets you know it is no longer 1712?
2. Describe Diamond Jack Reed? Use a character chart.
3. Who is a special family member to Jack? Why?
4. Explain how Jack's assistant Elizabeth Haden changed over the ten years she has worked for him?
5. What is Jack's crew looking for? Why?
6. Analyze Jack's feelings toward treasure hunting at the end of the chapter? What does he fear? Why?

Extended Activities

1. List "Diamond" Jack Reed's many discoveries. Choose one and do further research on it. Present your findings to the class in a 2-3 minute presentation.
2. Make an illustration that describes the chapter. Be creative and it must be colored.



Chapter Four

At School

Warm-up Activities

1. Journal writing prompt: Have you ever dealt with a bully in school? How did you do it?
2. Write a descriptive paragraph about your school, classroom and teacher.

Questions

1. What type of student is Tommy? How does he compare to you?
2. Why did Tommy fear Zach Butler?
3. Shannon helps out Tommy. Why do you think Zach is so afraid of Shannon? Give an example.
4. How did the movie shown in Mr. Crist's class spark Tommy's interest? Why?
5. Describe Tommy's get away from the bully Zach.

Extended Activities

1. After reading the chapter compare your school with Kennedy Middle School. How is it similar and how is it different. Would you like Kennedy? Why or why not?
2. What would you tell Tommy and his friends about dealing with a bully like Zach Butler?
3. Tommy fantasizes about being on a treasure hunt with his friends. Using groups of 2-3 create a treasure hunt that you and your friends can go on. Draw a map and make up a treasure or find a real one to go after.



Chapter Five

Discovery

Warm-up Activities

1. Journal writing prompt: Have you ever found something you have been looking for after a long time? How did you feel? Did anyone else feel as good or as bad as you did? Explain.

Questions

1. Explain reverse electro analysis.
2. What does conservation mean in the text?
3. Analyze why Tommy's mom doesn't tell him why she is upset?
4. What surprise did Jack and his crew find when the dredge was finished?
5. Explain calligraphy? Why is it different than the markings on the medallion? Give an example.
6. Compare and contrast Jack and his brother. Use elements from the story to support your facts.

Extended Activities

1. In this chapter you start to see the Reed family dynamic. Draw a picture that represents the family and how all of the members fit together. You can use a picture of a family tree as an example.
2. Write a message in calligraphy. Create several sentences and write the English translation on the back of the paper. Provide a calligraphy chart.



Chapter Six

Treasure Meeting

Warm-up Activities

1. Journal writing prompt: You have been asked to help the United States recover a valuable coin in Arizona. They have given you few clues. Create a plan for you and your club to go after the coin.

Questions

1. Why do you think Tommy is so intent on going on a treasure hunt?
2. What are the club's objections? Do you agree?
3. Give two examples of treasures the club think they could go after.
4. How do the other treasure hunters try and cheer Tommy up?
5. Analyze Jackson's statement at the end of the chapter. Is he right? Give an example to support your case.

Extended Activities

1. Literary device: Foreshadowing- How do some of the statements from the club allow you an insight into what is going to happen in the rest of the book? And maybe for the rest of the series? Think about what Jackson said at the end of the chapter.



Chapter Seven

Money Man

Warm-up Activities

1. Journal writing prompt: Does having money make you rich? Explain.
2. Journal writing prompt: Why is trust so important in a relationship?

Questions

1. Explain why Elizabeth does not trust Manuel de la Ernesto? Give support for your answer from the reading.
2. Why do you think Jack is so nice to Manuel?
3. What is Manuel's interest in the medallion?
4. How does Manuel describe his family?
5. What is special about finding gold on the bottom of the ocean?
6. Describe the myth surrounding the two medallions?
7. Analyze the idea of magic being in the world. Do you believe in magic? Explain or give an example.

Extended Activities

1. Science experiment: The students will learn a simplified version of what electro analysis can do. You will need: Dirty pennies, salt and vinegar.
Procedure:
 - a. Place the pennies on a plate.
 - b. Add salt to the pennies.
 - c. Use a dropper to coat each penny with vinegar.
 - d. After a few minutes the salt takes the dirt off the pennies with the help of vinegar.
 - e. Find out why?



Chapter Eight

A Package Arrives

Warm-up Activities:

1. Journal writing prompt: Describe a time when you received an unexpected gift.

Questions:

1. Analyze Tommy's relationship with his dad from their brief encounter? Give supporting details.
2. Why do you think Tommy blows off opening the package until his father leaves?
3. Explain how Eric Reed feels about his brother?
4. What was in the UPS package?
5. What made Tommy so excited about the gift?

Extended Activities:

1. Use the character trait web for Tommy's dad, Eric Reed. What does it tell you about him? What do you think happened that caused father and son to split so far apart? Why do you think Eric Reed is so bitter with life?



Chapter Nine

A Real Treasure Find

Warm-up activities:

1. Journal writing prompt: Do you have a special place you hide your most favorite things? Would you like to have one? Describe a place that would be ideal for hiding your most personal possessions.

Questions:

1. Compare the Club member's reaction to the medallion.
2. Name two of the theories given to Tommy about why the medallion is with him.
3. Where does the group decide to do their research? Why?
4. Why doesn't Tommy put the medallion in his pocket?
5. Where is the special safe in the clubhouse?
6. How does Manuel eventually find out about Tommy's location?
7. What does Manuel decide to do with Jack and Elizabeth?

Extended Activities:

1. Create a safe that is the most secure in the world. Be creative and use your imagination to come up with the most perfect design.



Chapter Ten

The Library

Warm-up activities

1. Journal writing prompt: Describe a dream that you have had. Be specific. What do you think it means?

Questions:

1. How does the Treasure Hunters Club divide the research work up?
2. What does Shannon discover about the medallion?
3. Why does this make Tommy disappointed?
4. What does Chris suggest they do with the medallion? Why doesn't Tommy want to do this?
5. How does Jackson's discovery catch the rest of the members off guard?
6. How does Jackson's discovery give Tommy a burst of energy?

Extended Activities:

1. Go to the computer and research about a lost treasure. Do a report about the attempts to find it and make a hypothetical report about where it could be and how you would find it.



Chapter Eleven

Fish Food

Warm-up Activities

1. Journal writing prompt: Jack has been referred by Manuel and others as the "best there is" when it comes to treasure hunting. If you could be the best at something what would it be? Explain your answer with specific details. The final question is "How do you want to be remembered?"

Questions:

1. What lets you know that Jack is planning to escape?
2. What causes Jack to lose his cool completely?
3. Describe the fight between Jack and Elizabeth and Juan and Conrado?
4. How does Elizabeth show her toughness?
5. What do Jack and Elizabeth decide to do with their tormentors?
6. Why can't Jack use the radio to call to shore?

Extended Activities:

1. **The Treasure Hunters Club word search.** This can be used as a filler activity. Kids always seem to enjoy them and I usually give a treat for someone who finishes first with the correct answers. Use (<http://puzzlemaker.school.discovery.com>) to create new puzzles. Allow students to use the site to create their own puzzles.

The Treasure Hunters Club Word Search

K	C	A	J	D	N	O	M	A	I	D	C	Q	T	X
A	H	G	S	G	A	U	Q	U	O	O	J	R	Y	S
O	R	T	V	H	V	H	L	M	N	R	E	E	M	D
P	L	V	E	P	A	A	C	R	A	A	N	K	M	V
O	W	N	E	B	C	N	A	R	S	R	O	Z	O	V
E	P	V	A	I	A	D	N	U	O	B	I	S	T	H
C	I	M	H	M	O	Z	R	O	B	D	L	A	X	C
L	B	T	K	Y	X	E	I	X	N	F	L	S	N	W
J	Y	L	K	V	H	S	U	L	R	C	A	G	I	S
M	E	L	E	U	N	A	M	M	E	J	D	N	B	S
A	K	T	N	J	A	C	K	S	O	N	E	Q	I	H
V	W	T	N	C	Q	L	E	O	I	S	M	R	C	A
K	E	U	E	N	A	U	J	B	P	B	H	P	M	N
R	Z	D	D	U	Z	P	Y	K	D	C	K	A	Z	J
F	C	M	Y	G	S	S	P	J	E	E	W	A	E	O

CHRIS
DORCHA
HANJO
KENNEDY
MARIA
SHANNON

CONRADO
ELIZABETH
JACKSON
LEOIS
MEDALLION
TOMMY

DIAMONDJACK
EVIL
JUAN
MANUEL
MYTHICAL
TREASUREHUNTER



Chapter Twelve

Surprise Guests

Warm-up Activities:

1. Journal writing prompt: Describe a time in your life when you have had to be cool under pressure?
2. Journal writing prompt: Have you ever had a fight with a parent? How did the two of you resolve it? If you didn't how come? Is it irresolvable?

Questions:

1. Why does Tommy fear going into his house?
2. Describe how dinner goes at the Reed house?
3. What agency does the surprise guests say they work for? Who is that?
4. What do you think treasure-hunter-cool means?
5. How does Tommy try and throw Gavin and Dillon off the trail of the medallion? Do you think it was effective?
6. Describe how Tommy feels after the agents leave? How would you feel in the same situation?

Extended Activities:

1. Recreate a scene from the story using iClone2. This is pretty advanced so you might give yourself some time to practice with the program. Use www.reallusion.com/iClone2
2. Write a new chapter 14 with a different ending. Change Tommy's reaction at the end. Maybe he confesses? Maybe he decides to run for it? Give the students some ideas but let them make the final choice if possible.



Chapter Thirteen

Fleeing

Warm-up Activities:

1. Journal writing prompt: Do a quick write exercise. Give the students a topic and have them write whatever they think about the subject for a specific amount of time. (1-2 minutes) Count the number of words and see who has the most.

Questions:

1. How does Tommy escape the FBI agents when they come to the clubhouse?
2. Explain Manuel's reaction to Gavin and Dillon's updated report?
3. How do the other club members react to the news that the FBI came looking for the medallion? Did you expect that? Explain your answer using details from the story.
4. Why do you think it is better for Tommy to stay at Chris's house? Give an example and support it.
5. Analyze why Tommy is disappointed in the medallion.

Extended Activities:

1. Have a half-way party because you are half-way through the book. Have a celebration by creating a scavenger hunt to find clues in the book and answer questions. Divide the students up in teams and have them compete against one another to test their knowledge and recall about the novel. Give a prize to the team that gets the most answers correct.



Chapter Fourteen

The Safest Place

Warm-up Activities:

1. Journal writing prompt: Imagine you are Tommy. What would you do with the medallion? Be sure to explain your answer.
2. Journal writing prompt: Imagine you are one of Tommy's friends. What do you tell him to do with the medallion? Be sure to explain your answer.

Questions:

1. Explain what takes place that shows Tommy the medallion might be real.
2. Give one reason why you think no one else saw the blue lights.
3. What happened to Zach?
4. Show an example of Tommy's nerves being on edge.
5. Explain why Tommy isn't worried as he walks to the principal's office. Would you feel the same?
6. What surprise happens to Tommy?

Extended Activities:

1. Create your own digital poster for the chapter. Use Glogster (www.glogster.com/education) The software allows students to create digital posters to display online and can be printed out.



Chapter Fifteen

A Magical Moment

Warm-up activities:

1. Journal writing prompt: Have you ever been in a situation you could not get out of? How did you handle it? What eventually happened?

Questions:

1. Why is Mr. Diggs so impressed with Gavin and Dillon?
2. Why do Tommy's feelings change from fear to anger?
3. How does Tommy summon the power of the medallion?
4. What does the medallion do for him?
5. How does Tommy react when he realizes what happened?
Explain what you would do in a similar situation.

Extended Activities:

1. Create a one page scene showing Tommy's disappearance in Mr. Digg's office. Design the picture with the idea that it will be used for a magazine cover.



Chapter Sixteen

Diamond Arrival

Warm-up activities:

1. Journal writing prompt: Describe what it is like to visit a new place? What feelings do you have? Why? Or describe what it is like to go back to someplace you used to live or go. How has it changed? How is your view of it changed? Why?

Questions:

1. Give details that show Jack's reaction to being in his old hometown.
2. Where does Tommy hide from Gavin and Dillon? Why?
3. Who helps him? Why?
4. How does Ms. Weathers give Jack and Elizabeth information that proves helpful?
5. What is a monoalphabetic substitution cipher? When was it used? Why?
6. Why do Gavin and Dillon leave so quickly before finding Tommy?
7. Compare and contrast Mr. Digg's reaction to Jack and Elizabeth against that of Gavin and Dillon? Why do you think that is?
8. How does Chris decipher the message? What does it say?
9. Zach Butler holds up the club at the end of the day. How is the bully finally handled?

Extended Activities:

1. Create your own code or cipher. Do research on how most ciphers are used and have the students write a letter in code and have someone else try and figure the message out.



Chapter Seventeen

Anger, Reluctance and Surprises

Warm-up activities:

1. Journal writing prompt: Have you ever had a family member you could not get along with? Why? Because it's family is there a place for compromise? Why or why not?

Questions:

1. How does Manuel find out about his former bodyguards?
2. What is Elizabeth's solution for finding Tommy?
3. What is Jack's reaction to Elizabeth's idea? Why? Give a reason to support your answer.
4. Manuel is frustrated. What type of person is he looking for to help him?
5. How does Elizabeth convince Jack to see his brother?
6. Predict how you think the meeting will go?

Extended Activities:

1. Character device: Make a list of six adjectives that describe Manuel. Show evidence from the story that supports your words.



Chapter Eighteen

Manuel Arrives

Warm-up activities:

1. Journal writing prompt: If you could pick your career what would it be? Why? What is your back-up plan if the first career doesn't work out?

Questions:

1. What professional does Manuel bring in to help? Why?
2. Explain the relationship the new man has with Jack Reed?
3. How do Gavin and Dillon respond to Manuel's announcement? Why?

Extended Activities:

1. Using an ipod, be a music producer and create a soundtrack of music for The Treasure Hunters Club as a soundtrack to this adventure.



Chapter Nineteen

Decisions

Warm-up activities:

1. Journal writing prompt: Has there ever been a time in your life when you were avoiding someone? Why? How did it work out?

Questions:

1. Why doesn't Tommy go to the police?
2. How is Jack and Elizabeth's search for Tommy going? Why?
3. What discovery does Jackson make? What decisions are made because of it?
4. Who does the Treasure Hunters Club think is at the door? What do they do?

Extended Activities:

1. Using a city map create escape routes for the club in your town or city. Pick a spot like a Civic Center or a stadium for the club to go to from your school without being detected.



Chapter Twenty

A New Player

Warm-up activities:

1. Journal writing prompt: How do the characters names give you insight to their personality? Use "Diamond" Jack Reed, Elizabeth Haden, Manuel de la Ernesto and Slider as your examples. What makes their names unique? Is it really important? Why or why not?

Questions:

1. How was the set-up of the warehouse?
2. How does Slider figure out where Tommy is?
3. What piques Slider's interest in Tommy?
4. What type of job does Slider do for people?
5. How does Elizabeth figure out where Tommy is hiding?
6. Why do Gavin and Dillon try and convince Manuel not to use Slider? Do you agree with them? Why?
7. What is Manuel's response to them?

Extended Activities:

1. Create a model of Slider's warehouse. Label each part and the reason for having them. Add things to the room that were not mentioned in the story.



Chapter Twenty-One

Pedaling For Their Lives

Warm-up activities:

1. Journal writing prompt: What is the best place you like to go and eat? Or hang out? Why? What makes the place so special?

Questions:

1. How does the Club hide from suspicious cars?
2. Who is Lou Bagarenio?
3. Who surprises the club outside the convenient store?
4. How does Tommy get away?
5. Why does Tommy continue on to the Civic Center?
6. How does Slider react to Tommy's getting away?
7. How do Gavin and Dillon get lucky at the end of the chapter?

Extended Activities:

1. Draw a cartoon strip of Tommy riding away from Slider's men. Use four panel sheets.

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Chapter Twenty-Two

Surprises Abound

Warm-up activities:

1. Journal writing prompt: Describe a time when you helped someone and expected nothing in return. Or a time when you helped someone and expected nothing in return.

Questions:

1. How does the security guard help Tommy?
2. What does Tommy find at the medallion display?
3. Describe Tommy and Manuel's meeting?
4. Why can't Jack save Tommy?
5. How do Manuel and his men get away?
6. Why is Slider pleased with the events?

Extended Activities:

1. Develop a display for a particular mythological artifact. Have pictures of it and write a brief description about the piece.



Chapter Twenty-Three

Two Medallions

Warm-up activities:

1. Journal writing prompt: Describe how you felt when someone wronged you? Was it done fairly or unfairly? Is there a difference? Did you hold a grudge? Why or why not?

Questions:

1. What impressions does the club have about Manuel after they meet him?
2. How does Manuel describe the medallion?
3. What happens when the medallions are interlocked? Why?
4. Explain Manuel's response?
5. How is Slider's relationship with Tommy's Uncle Jack explained?
6. How does Slider plan to get revenge?
7. Why is Elizabeth concerned about Jack?
8. Describe how Elizabeth retraces her steps to locate Tommy.
9. What is Jack's response?

Extended Activities:

1. Create a billboard sign promoting the Exhibits of Mythological Artifacts at the Civic Center. Use poster board if available and make it colorful.



Chapter Twenty-Four

Myth Meets Reality in the Civic Center

Warm-up activities:

1. Journal writing prompt: Describe a time when you triumphed over something when all odds were against you.

Questions:

1. Why does Manuel have Tommy return the fake medallion?
2. Give an example on how Tommy tried to escape.
3. What happens?
4. How does Manuel plan to use the medallion?
5. Why is it advantageous for Slider to hide in the balcony?

Extended Activities:

1. Draw and design your own mythological exhibit. Be creative and research different myths and use your favorite.



Chapter Twenty-Five

Tommy Comes Through

Warm-up activities:

1. Journal writing prompt: Have you ever risked your life for something you believe in? Has anyone ever done it for you?

Questions:

1. What caused Jack and Elizabeth's entry into the Civic Center to be so difficult?
2. What is the ceremony supposed to give Manuel?
3. What happens to Manuel when the real medallions are interlocked?
4. Describe how Jack gets the club free?
5. How does Manuel try and tarnish Jack's image with the kids? Does it work? Explain.
6. What does Tommy use to destroy the medallions?
7. Why is Manuel reduced to a crying mess?
8. How does Jack go after Slider?
9. What stopped Slider's attempt on Jack?

Extended Activities:

1. Research the story of David versus Goliath. How has the story lasted all of these years? Is it inspirational? How did you feel when you read it?
2. Research about Thor's Hammer. Create a power point to show the research you have done.



Chapter Twenty-Six

Aftermath

Warm-up activities:

1. Journal writing prompt: Pretend you are Mr. Thornberry or Officer Converse. What would be your reaction to the Treasure Hunters Club when they tell you what happened?

Questions:

1. How does Jack explain Slider to the others?
2. Why couldn't Manuel handle the power?
3. What is the real mission of a treasure hunter according to Jack?
4. If you were Officer Converse would you believe Tommy's story?
5. How would you feel if you were Mr. Thornberry? Give an example in your own words.
6. How does Jack smooth things over with Mr. Thornberry?
7. What happens to Slider?

Extended Activities:

1. Create an outlandish story that is truthful but has so many amazing things happening that no one will believe you.



Chapter Twenty-Seven

A Happy Meeting

Warm-up activities:

1. Journal writing prompt: Create a new ending where Manuel defeats the club and retains all the power from the medallions. How would this change the story?

Questions:

1. Give two-three examples on how things have changed for The Treasure Hunters Club.
2. How did the newspapers treat the story?
3. How did the Mr. Thornberry honor the club?
4. Why does Chris want to go back to just talking about treasure? How do the others react?
5. What is Tommy's Uncle Jack doing now? Why?
6. Where is Manuel headed?
7. What ends up being the Club's new adventure?

Extended Activities:

1. Write a feature story for a newspaper about the Treasure Hunters Club's accomplishments. Include a one-on-one interview with one of the club members.



Post Reading Activities

1. Look at your list of predictions you made throughout the novel. How good were you at predicting the outcome? What clues helped you?
2. Describe what you think will happen to each of the characters in one year. Explain the reasons for your answers.
3. Have a book mark competition. Students will make original designs of their favorite scenes, characters and images from the novel. Give a summary of the book on the back. (Send them to me and I'll sign them for the top three winners.)
4. Treasure School Hunt. Have the students write a 1-2 page story about a treasure lost somewhere in the school. Create a myth behind its existence and known whereabouts. Have them present to the class.
5. Create a book trailer. Using iMovie, have the students create an original book trailer, like a movie preview, for The Treasure Hunters Club.
6. Have the students write letters to their favorite characters.
7. Hooray for Hollywood. Pick two characters from the story and create a scene for them to play. Write a script and perform it in front of the class or videotape the presentation and show it. It can be serious or funny.
8. Write the Sings. Create song/rap lyrics and music to summarize the book. Use the book title and character names along with scenes from the book for lyrics. Make your own CD or perform in front of the class.
9. Write the author a letter and tell him what you liked or didn't like about the book. Give examples to support your reasons.

10. Create a timeline sequencing 10 events from the novel. Use illustrations and write captions for each.
11. Make connections to the novel. Text-to-text, text-to-self and text-to-world. Be sure to have supporting facts and information from the novel.
12. The Title. Why is the title of your book what it is? Explain both the literal side and figurative sides. Could there be a better name for the book? Explain.
13. Author research. Who is the author of the book? Research your author and write a summary to share with the class. Try and conduct an interview with the author through e-mail.
14. The setting. From the novel draw a map of the town and all the major locations in it. Include facts and illustrations about the area and have a key and labels.
15. Write an obituary for one of the characters from the book. Be sure to include accomplishments as well as relatives and the cause of death etc.
16. Book talk. Give a 5 minute book talk about the novel. Make it as an advertisement for the book and don't give away the ending. You can also give your presentation as one of the characters. For example, "Diamond" Jack Reed tells everyone what happened.
17. Cover Me. Create a new book cover from the novel. Front and back.
18. Plot it. Tell what happens in the novel. Be sure to include setting, characters, rising action, climax, falling action and the conclusion. Remember to explain the rising action events in order that they occurred.
19. Be the Teacher. Create a test based on the novel. Include a variety of questions: Multiple Choice, Short Answer and Extended Response. Have a minimum of 25 questions that covers the entire book.
20. Write a one page biography about one of the characters from the book. Describe the person in detail; explain their personality, and what they look like.



About the Author

Sean Paul McCartney (He's not related to the Beatle) was born in 1971. He graduated from Alfred University in upstate New York with a Bachelor's in Communications in 1993. From there he played two exciting seasons traveling around the world with the Washington Generals playing against the world famous Harlem Globetrotters. In 1996 Sean earned his Masters in Education and embarked on a career as a teacher. He is employed by Plain Local Schools in Canton, OH. The first book in the series *The Treasure Hunters Club: Secrets of the Magical Medallions* introduces the four teens Tommy Reed, Jackson Miller, Shannon McDougal and Chris Henderson. The series is a cross between The Hardy Boys and Indiana Jones with a touch of National Treasure.

You can reach Sean at www.sean-mccartney.com

Q & A with Sean McCartney

Q: Where did you get the idea for the Treasure Hunters Club?

A: I really liked reading the Hardy Boys growing up and I wanted to create a series that mixed them with Indiana Jones and a sprinkle of National Treasure.

Q: What about the "Diamond" Jack Reed character?

A: Jack Reed is the hero everyone wants to be. He's rich, handsome and leads an exciting life of adventure and discovery. I would say he is a cross between Indiana Jones and George Clooney.

Q: How did being a teacher influence your ideas with the series?

A: A lot because I saw what the kids were reading. I noticed a lot of boys didn't read the novels and I feel

this series remedies that problem by creating a quick read that also gives some education.

Q: Any advice for young people who want to be writers?

A: Know that it is going to take a long time and there are going to be days when you question your sanity for writing and other days when the words practically flow out of your pencil. Also, never, no matter what, never stop reading. If there was one skill I think you need above all else is to read. You can't do anything if you can't do that and I believe that needs to be fostered.

Q: What makes the Treasure Hunters Club series different from all the rest or is it the same?

A: There are some similarities between every series but I think the difference comes down to the characters. Because they are in the authors mind and he or she knows them better than anyone. As I said I wanted to make a series about adventure that could really happen but with a touch of unbelievable magic to spice things up.

Q: What's next?

A: The next book in The Treasure Hunters Club series.

ANSWER KEY

CHAPTER 1:

1. Lost during a storm.
2. A dark and evil treasure hunter who is looking for money.
3. Sees rocks built in a pyramid shape.
4. \$3,267,164
5. The rapids
6. The river took them down
7. He awoke from his dream. Upset that he is not a real treasure hunter.

CHAPTER 2:

1. An event held about mythological artifacts from all over the world.
2. List: 1. Oceanic God 2. Norse God Frey 3. Diana Roman Goddess of hunts, Achilles, Thor's hammer, Hindu Gods India and Karttikya. Any are good.
3. An old, broken down trailer home. Material inside is what makes it special.
4. Tommy, Shannon, Chris and Jackson
5. Lost treasure
6. They are tried of just talking about it.
7. Broken down by life. Example: He is always drinking and unshaven. Doesn't bother to get dressed in the morning.

CHAPTER 3:

1. On a research vessel. Answers will vary.
2. Famous treasure hunter. Very handsome and intelligent.
3. Tommy- feels bad for his nephew's circumstances.
4. Answers vary
5. Medallion- He is making a lot of money
6. Unsure he has the inspiration to carry on.

CHAPTER 4:

1. Good. Answers vary.
2. He always bullied Tommy.
3. She beat him up one time when he made fun of someone.
4. Talked of lost treasure near Jamaica. Tommy's Uncle Jack is in the same area.
5. He slid under Zach's legs and out the door.

CHAPTER 5:

1. Developed by Mel Fisher and it is used to clean artifacts.
2. Help keep the artifact in its original form.
3. She is trying to protect her son.
4. Multiple medallions.
5. Art of beautiful writing- Use animals to represent letters. The markings on the one medallion make no sense.
6. Jack- adventurer tries new things, bold. Brother-conservative, cautious, lost his job.

CHAPTER 6:

1. He desperately wants to get out of his family situation.
2. Money and not very sure of themselves. Answers vary.
3. List 1. Noah's Ark 2. Beale Treasure 3. Mythological creatures.
4. Explain that life changes and Tommy should be ready when it does.
5. Answers will vary.

CHAPTER 7:

1. He avoids her questions.
2. Jack doesn't want to upset the man who is giving them so much money.
3. Manuel is a collector who wants the medallion for his family's collection.
4. Nomads- They move around a lot.
5. Gold always remains shiny. It doesn't matter how long it is under the water.
6. They hold the secrets of good and evil magic inside of them.
7. Answers vary.

CHAPTER 8:

1. The father yells at Tommy and starts telling him all of the bad things he feels Jack has done.
2. He doesn't want to upset his father anymore.
3. Hates him because he feels he was left behind while Jack went off and became famous.
4. A medallion
5. It came from his Uncle Jack

CHAPTER 9:

1. Because what they found was worth a lot of money.
2. He holds the medallion like a new born baby.
3. The story of the Leois and the Dorchas.
4. Leois- Light and the good Dorchas- Dark and the bad.
5. Hears about another medallion.

CHAPTER 10:

1. Jackson to the computers- The others to reference books.
2. That the medallion holds ancient powers but it is in a book of hoaxes.
3. He was hoping this would be a big treasure find.
4. Take it and sell it to the Mythological Artifacts Exhibit. Tommy thinks there is more to the medallion.
5. He finds out there are two medallions. One is good and the other evil.
6. Jackson is the smartest person he knows and he believes they are on to something special.

CHAPTER 11:

1. He starts to loosen the ropes even as they grind into him.
2. He realizes his crew has been eliminated.
3. Answers will vary.
4. Elizabeth fights well and finally gets a hold of the gun and shows she is not afraid to use it.
5. Throw them into the water but give them a life raft.
6. Elizabeth shot it.

CHAPTER 12:

1. He knows his dad is there.
2. Tommy and his mom whisper while their husband/father drinks beer and sits in anger.
3. FBI- Federal Bureau of Investigation.
4. Never lose your cool when faced with a tough situation.
5. Shows them the Buffalo coins his uncle sent him. Yes a little. The men go away but Tommy knows they will be back.
6. His hands are shaky and his stomach hurts. Answers will vary.

CHAPTER 13:

1. Tommy uses the secret tunnel.
2. Manuel becomes very angry and decides to handle things himself.
3. They are stunned and surprised. Answers will vary.
4. Answers will vary.
5. He is thrilled to have the medallion but after looking and studying it he decides its junk.

CHAPTER 14:

1. It starts to burn his leg and bright blue lights flash around the room.
2. It is special only to the club members.
3. Strawberry jelly is dumped all over his head.
4. In art class Tommy falls out of his chair when the phone rings.
5. He thinks his Uncle Jack has finally arrived.
6. Tommy goes into Mr. Diggs office to find Gavin and Dillon.

CHAPTER 15:

1. He feels by helping the FBI he is being a good citizen.
2. Gavin and Dillon start bad mouthing Jack.
3. He starts to wish for it.
4. Makes himself invisible.
5. At first Tommy is stunned but then makes an escape.

CHAPTER 16:

1. Jack doesn't seem to remember much and doesn't seem to care about it.
2. In the boiler room of the middle school. Figures no one would come in there.
3. Marcus Evans helps him because he hates Mr. Diggs.
4. She tells Jack and Elizabeth about the FBI guys showing up for Tommy.
5. Replace the letters with numbers. Used during the Revolutionary War by the Free Masons to hide their messages from the British.
6. They hear that Jack Reed is in the building.
7. Create a T chart- Answers will vary.
8. Uses the code sheet. Tells him Gavin and Dillon are in the building.
9. Shannon punches him in the stomach.

CHAPTER 17:

1. When Gavin tells him Jack showed up at the middle school.
2. Go to his house.
3. Hates it because he knows it will end in disaster.
4. Someone who can blend in when the job is complete.
5. Plays on his fondness for Tommy.
6. Answers Vary.

CHAPTER 18:

1. An assassin named Slider. Wants to get the job done cleanly.
2. At one time they both were treasure hunters.
3. They don't like the idea because it takes away some of their power and ultimate glory.

CHAPTER 19:

1. Tommy thinks the police would make fun of him and not believe him.
2. Badly. Jack and Elizabeth can't seem to catch a break at any of the houses they go to.
3. Jackson figures out the theories behind both medallions and the power you get by bringing them together.
4. Gavin and Dillon. The club sneaks out the side door.
5. Jack and Elizabeth always get close but can't seem to get there.

CHAPTER 20:

1. Dark and dreary with an elaborate computer system.
2. Slider summarizes that Tommy must be with his friends.
3. Tommy is Jack Reed's nephew.
4. Takes care of things that others don't ant to.
5. Elizabeth sees an advertisement for the Mythological exhibit in a newspaper.
6. Neither believes Slider is needed. Answers vary.
7. Disregards their comments because he desperately wants the medallion back.

CHAPTER 21:

1. The club takes the back roads and hides in the woods whenever a car goes by.
2. Owns the convenient store.
3. A group of men in blue suits.
4. Tommy takes a bike and starts to peddle fast when he realizes he is flying.

5. Tommy knows the only way to save his friends is to finish the job and get the medallion.
6. Reserved. Slider wants to pay back Uncle Jack.
7. Tommy walked right in front of them.

1. Nicer. Its Shannon's finished basement. They can use a much faster computer.
2. Stunned.
3. Tense- They almost starts fighting but Elizabeth steps in front of them.
4. Eric is jealous of Jack. Answers vary.
5. She is embarrassed that she doesn't know where her son is.
6. The many hurricanes that went through Port Royal during the 1700's.
7. He remembers the things his Uncle Jack told him.
8. Very impressed. Feels better than their own.
9. Find a picture with all the names of the club members on it.

CHAPTER 22:

1. Points out where the medallion display is located.
2. Finds an exact replica of his medallion.
3. Tommy runs into Manuel but doesn't realize who he is. Then he tries to run away.
4. Four men in dark suits jump Jack.
5. Other men begin to help out and Manuel sneaks out with Tommy through a side exit.
6. Slider watches the whole thing and knows Jack Reed's mind is so focused on getting his nephew back he will be easy prey.

CHAPTER 23:

1. He is a scary and evil man.
2. As one with tremendous power.
3. Nothing happens because one of the medallions is fake.
4. Manuel gets so angry he slaps Tommy.
5. Supposedly Jack stole a large cache of silver bars from Slider, thus denying him fame.
6. By getting rid of Jack Reed once and for all.
7. He seems to have lost his confidence.
8. Elizabeth walks Jack back through each moment since they arrived in town.
9. His enthusiasm and confidence return and he is ready to go.

CHAPTER 24:

1. According to Dorcha law the possessor of the medallion can rightfully give up the medallion to another.
2. Knocks over the display with Thor's hammer.
3. The alarms had already been dismantled so nothing happened.
4. To give himself the power the Dorcha should have had from long ago.
5. Slider wants a clear shot at Jack while he isn't looking.

CHAPTER 25:

1. Manuel's men try and stop them but are unsuccessful.
2. Bring together the ultimate power of good and evil.
3. Thunder sounds and red and blue lights flash around the room and the beams slam into Manuel giving him power.
4. Jack fires two arrows into Manuel's clawed hand forcing him to lose the medallions.
5. Manuel tells the club about Jack's desire for money over treasure. Answers vary.
6. Thor's hammer.
7. When the power left his body Manuel could not cope with it.
8. Jack used the protection of Achilles shield and wielded David's sling shot.
9. Elizabeth hit the rifle with a boomerang throwing the show off.

CHAPTER 26:

1. He really doesn't but he does say he was once a treasure hunter.
2. The power was too much for one man to have.
3. Protect your friends and historical artifacts.
4. Answers vary.
5. Answers vary.
6. Jack offers to help rebuild the exhibit and give lectures.
7. Slider is able to escape.

CHAPTER 27:

1. List: 5 new computers, 2 laptops, new cell phones, new metal detectors, sonar equipment and new electro analysis devices.
2. The paper does great coverage about the club but doesn't mention the magic.

3. Mr. Thornberry gave them a replica of the medallion that was destroyed.
4. Chris is tired of the action. Though he doesn't admit it he seems a little scared. The others are looking for more adventure.
5. Jack decides to take a break. He feels awful for allowing himself to be duped by Manuel.
6. Manuel ends up in a Boston Psych Ward.
7. Two possible answers. High school and going for cherry ice cones.